

DONGYEOP KIM

AI PRODUCT ENGINEER | FULL-STACK AI SYSTEMS | AGENTS, EVALS & PRODUCT DATA

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PROFILE

AI product engineer who finds overlooked user and operational problems and turns them into working products. Built and operated four public AI products, shipped internal AI workflows used in recurring team operations, and open-sourced an agent workspace for durable, inspectable work. Combines problem discovery, system judgment, full-stack implementation, operation, and clear technical explanation.

CORE TECHNOLOGIES

AI & agents: OpenAI API, Gemini, LangGraph, multi-agent orchestration, tool calling, Structured Outputs, RAG, embeddings, Batch API, Realtime API

Evaluation & reliability: schema and domain validation, agent and graph fixtures, citation and factuality gates, repair/retry/rollback, tracing, human review, latency and cost analysis

Full-stack & data: Python, TypeScript, JavaScript, Dart, FastAPI, Node.js/NestJS, React/Next.js, Flutter, PostgreSQL/Supabase, SQLite, Redis/BullMQ, Firebase, AWS

Product: workflow interviews, product analytics, system design, deployment, adoption, technical writing, Figma, Google Analytics, video production

PROFESSIONAL EXPERIENCE

OnThePlanet | Project Manager, BI Team

Jul 2025 - Present

Sole developer for internal AI systems | Seoul, South Korea

- Own problem discovery with marketing, bidding, research, and content teams; translate recurring workflow failures into product requirements, architecture, full-stack implementation, rollout, and iteration.
- Built a performance-marketing partner that normalizes raw campaign data into controlled JSON, preserves prior actions and client constraints, and produces consistent Insights and Actions drafts for human revision; used weekly by approximately 15 marketers.
- Built a synthetic survey pre-test system with coherent persona generation, limited persona knowledge, deterministic survey state, schema validation, and audit logs; reduced a routine pre-test workflow from roughly two weeks to about one working day.
- Built an artifact-based proposal workflow from RFP analysis through research plan, factbook, strategy, and proposal draft, with questions that change downstream scope before writing begins; also led ASEO, an AI-answer and citation observation system that turns gaps into content actions.

Puzzle Systems | Researcher, Corporate R&D Center

Dec 2024 - Jul 2025

Researcher | Seoul, South Korea

- Independently designed and implemented a RAG-based internal reporting prototype with Google Drive integration, vector retrieval, and a product UI, then demonstrated it to align the team on technical direction and scope.
- Led applied AI prototypes for defensive voice-phishing detection using BDI reasoning distillation and LoRA fine-tuning, and on-device construction-safety document generation using open-source models and RAG; coordinated a three-person team and external partner requirements.

SELECTED AI PRODUCTS & SYSTEMS

Agent Computer | Open-source agent workspace

May 2026 - Present

Creator and sole builder

- Reframed agent work from transient chat into durable projects that people and agents can reopen, review, and continue; built file-based routing, project isolation, agent handoffs, human approval boundaries, and reusable QA artifacts.
- Use the workspace repeatedly for research, reports, web pages, presentations, document ingestion, and verification. Public code: github.com/YEOPHYEONG/agent-computer.

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SELECTED AI PRODUCTS & SYSTEMS (CONTINUED)

Getsit AI | Model-fit evaluation workbench

2026

Creator and sole builder | Private alpha

- Turned a discovery that models operationalize the same term differently into a workbench that fixes user intent as explicit criteria, runs identical inputs across providers, and compares output behavior rather than ranking models globally.
- Connected file ingestion, multi-provider execution, evidence excerpts, latency, estimated cost, confidence, failure records, and prompt-adjustment candidates; validated the flow with a stored three-provider run on a 21-minute Korean technical talk.

Prend | Multi-agent research and evaluation system

Mar 2026 - Present

Creator and sole builder

- Built a 22-node LangGraph workflow with structured contracts, shared state, source and factuality review, a FastAPI backend, a Next.js planning interface, and a tldraw editing canvas.
- Designed 44 deterministic agent-level and graph-level fixtures for semantic failures beyond schema validation, with targeted repair, retry, rollback, state-write protection, SQLite traces, and report-quality evaluation cases.

WorldLim | Structured-data learning product

Apr 2026 - Present

Creator and sole builder | Live at worldlim.com

- Built and operate a Flutter/NestJS learning product that separates the expert role into reviewed lesson data and a runtime tutor grounded in the same content and learner state.
- Built a 12-stage content pipeline for ingestion, normalization, generation, factual review, diagnosis, repair, and Supabase publishing; produced 3,778 active learning bundles and 37,780 child content items.

SajuBase | Paid AI consultation service

Dec 2025 - Present

Product owner and sole builder | Live at sajubase.com

- Built and operate a public service that separates deterministic calculation from generative interpretation, then carries that boundary through user-controlled memory, runtime versioning, evaluation, authentication, payment, entitlements, and account recovery.

Dactoro | AI clinical-practice product

2025 - 2026

Product lead and sole full-stack builder | Live at dactoro.com

- Led product design and full-stack implementation of Gemini-based standardized patients, evidence-separated notes, checklist evaluation, BullMQ/Redis background processing, mock exams, error review and replay, authentication, and administrative operations.

Yorriro | Conversational cooking product

2026 - Present

Creator and sole builder | Live at yorriro.com

- Built and operate a product that turns ingredient, serving-size, appliance, and preference changes into a structured recipe, then carries the approved result into deterministic step-by-step cooking state.

EARLIER PRODUCT & AUDIENCE WORK

LCK CRACKER | Creator

Jan 2023 - Jan 2024

- Turned viewing data and recurring fan questions into analytical formats that generated 2M+ short-form views and 370K+ long-form views; devised Gold Acquisition Rate and applied it across all ten league teams.

GrowingLab | Crew / Product Planner

Jul 2021 - Dec 2022

- Used behavior and market research to lead product changes that increased company searches per visit by 80%, feature engagement by 117%, and average active-user time by 67%; helped attract 20,000 initial users without paid marketing.

EDUCATION, LANGUAGES, WRITING & AWARD

Hongik University: B.B.A. in Business Administration, Aug 2022 | **Languages:** Korean (Native), English (OPIc IH, Sep 2024)

Writing: Three Korean technical articles on product-data pipelines, semantically invalid structured output, and synthetic survey design |

Award: Korea Economic Daily President Award, Army Entrepreneurship Competition, Dec 2019